

RIFLES IN THE ARDENNES

ACTION DECK

by Giuseppe Cianciello

AP Section

3.2 Friendly Units Activation

Draw a card and check the number in this section. This is the number of APs available for this turn.

BAP Section

3.2 Friendly Units Activation

After you have drawn for APs, draw another card and check the BAP section. Check the number below your APs for this turn: this is the number of BAP for this turn.
e.g.: If you have 3 APs available for this turn, drawing this card you get 1 BAP (so 1 of your 3 APs is a BAP).



TANK Section

This section replaces the Tank table on the army sheet.

If you have to roll for the Tank table, draw a card and check the result on the section that has the same color as your army. (Green=US, Orange=USSR, Light Blue=German)

ANTI-TANK Section

Mission 4

This section replaces the Anti-Tank table on the army sheet.

If you have to roll for the Anti-Tank table, draw a card and check the result on the section that has the same color as your army. (Green=US, Orange=USSR, Light Blue=German)

Actions Section

In this section you can find various icons that give you a result for any of these actions:

1.6.2 Barbed Wire

When you want to remove a barbed wire, draw a card. If the wire cutter icon is present, it's a success. If there is the sentence "If BAP spent", you can't remove the barbed wire if you spent a BAP before drawing the card. **Remember: Declare if you are spending a BAP before drawing the card.**

3.3 Enemy presence check

When you have to check for enemy presence, draw a card. If the keyword "Contact" is present, there is contact with an enemy, so, instead of rolling for the patrol table, you have to draw another card and check the patrol table section.

4.5 Recovery

When you want to recover a unit, draw a card. If the keyword "Recovery" is present, it's a success. If there is the sentence "Only if veteran unit", you can't recover if this isn't a veteran unit. This replaces the DRM +1 for veteran unit on the original rules.

5.4 Spotting

When you want to spot an enemy, or the enemy attempts to spot one of your units, draw a card. If the "Crosshair" icon is present, it's a success. If there is the sentence "If you spent a BAP or if you have a spotter", you have to meet one of these conditions. **Remember: Declare if you are spending a BAP before drawing the card.**

4.6.1 Grenades

When you want to use a grenade against an Armored Vehicle, draw a card. If the icon is present, the unit is able to approach the Vehicle and you may proceed with the Grenade attack. If there is the keyword "Veteran", you fail the morale check if this isn't a veteran unit.

Patrol table Section

This section replaces the Patrol table on the army sheet.

If you have to roll for the Patrol table, draw a card and check the result on this section.

If you spent a Recon Point (3.7 Recon Points) you have to check the result after "RP spent" sentence. **Remember: Declare if you are spending a Recon point before drawing the card.**

Since the only difference between the three patrol tables (German, USSR and German) is the result for rolling a 3 on the USSR table, I used the other 2 tables (that are the same) for the results in this section.

This action deck allows you to draw cards instead of rolling dice for every basic action in the game (AP and BAP, spotting, recovery, enemy presence check ecc) and for every general table on the army sheets. Since I love the action deck of Fields of Fire, I made this deck like that one.

I tried to keep, as best as I could, the same proportions between the probabilities of the various results that you can get rolling dice. The deck has 54 cards + 1 reshuffle card. I chose the number 54 mainly because it allows me to repeat the results 6 cards by 6 cards, 9 times ($6 \times 9 = 54$). So for The Tank table, the Anti-tank table and the patrol table, you have the entire table (6 results) 9 times, and for the other actions (spotting, recovery, enemy presence check ecc)) you have all of the results for a 6 dice roll repeated 9 times. I had to make one change on the patrol table (as described in the Patrol table section of the above illustration): *Since the only difference between the three patrol tables (German, USSR and German) is the result for rolling a 3 on the USSR table, I used the other 2 tables (that are the same) for the results in this section.*

For AP section I made this calculation:

3 dice = 216 combinations

Possibility of 0 APs = $2^3 = 8$

Possibility of 1 AP = 48

Possibility of 2 APs= 96

Possibility of 3 APs= 64

Reporting these 216 combination to 54 cards we have:

0 AP -> 2 cards

1 AP -> 12 cards

2 AP -> 24 cards

3 AP -> 16 cards

For BAP section I made this calculation:

If you have 1 AP, you have 1 possibility out of a 4 to get 1 BAP (since the results to get an AP are 3-4-5-6)

If you have 2 AP, you have 16 combinations (4^2): 9 possibility to get 0 BAP, 6 to get 1 BAP, 1 to get 2 BAP (only if you roll two 6)

If you have 3 AP, you have 64 combinations (4^3): 27 possibility to get 0 BAP, 27 to get 1 BAP, 9 to get 2 BAP and 1 to get 3 BAP (only if you roll three 6)

So I decided to make a sort of table in the BAP section. And the numbers are:

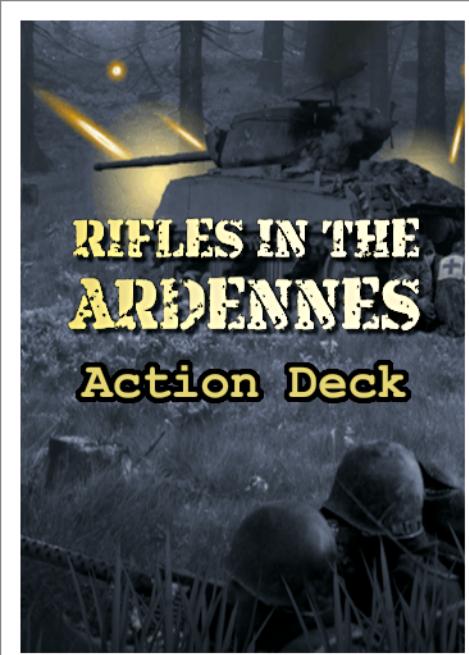
1 AP column : 41 cards with 0 BAP, 13 cards with 1 BAP.

2 AP column : 31 cards with 0 BAP, 20 cards with 1 BAP, 3 cards with 2 BAP

3 AP column : 23 cards with 0 BAP, 23 cards with 1 BAP, 7 cards with 2 BAP, 1 card with 3 BAP.

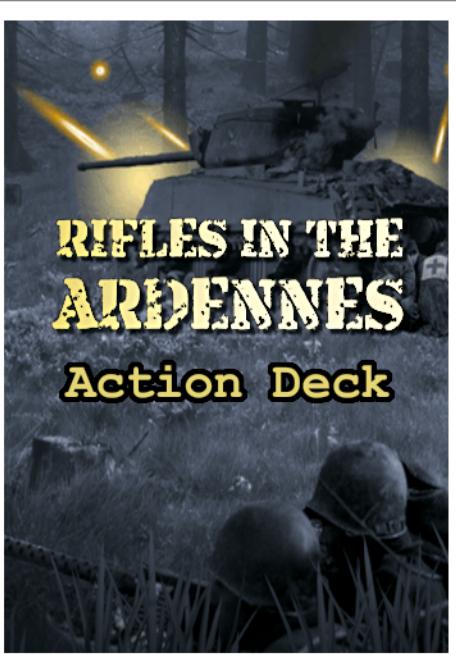
REMEMBER: Declare if you are spending a BAP or a Recon Point before drawing a card.

I hope that you appreciate this work...Enjoy!



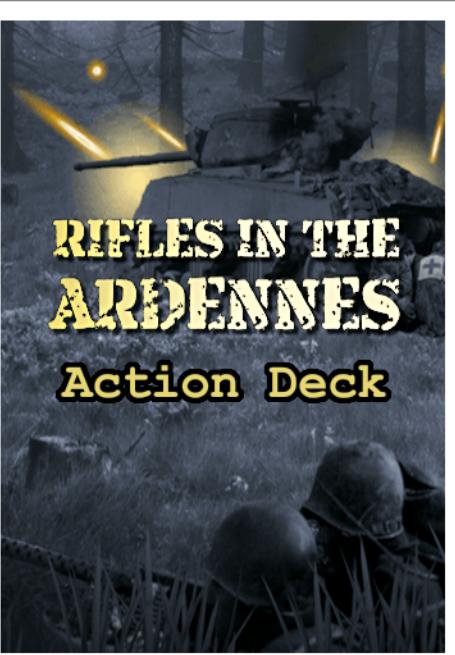
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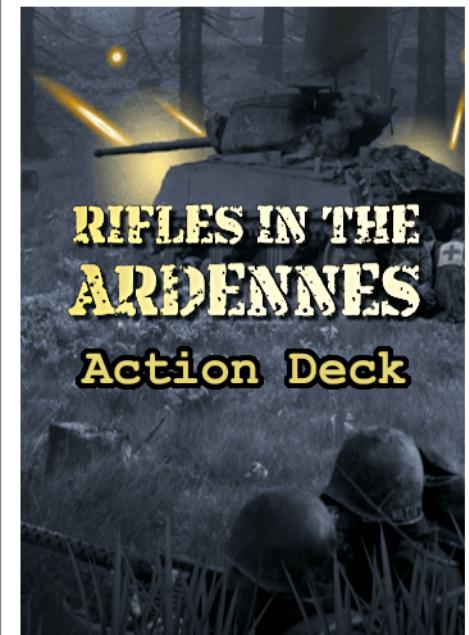
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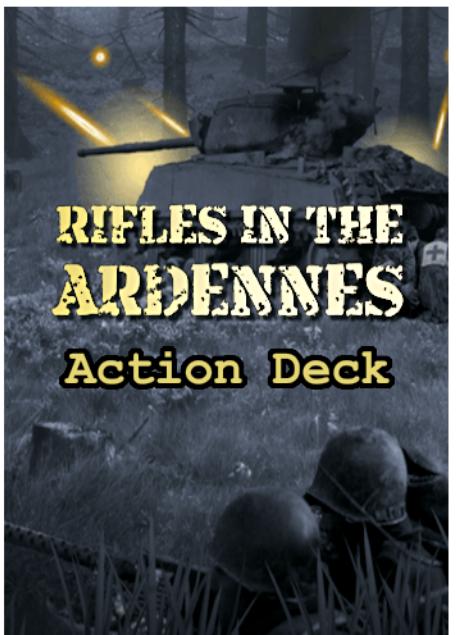
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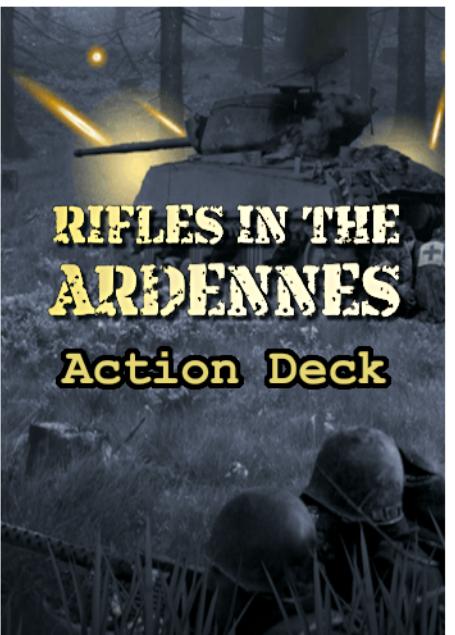
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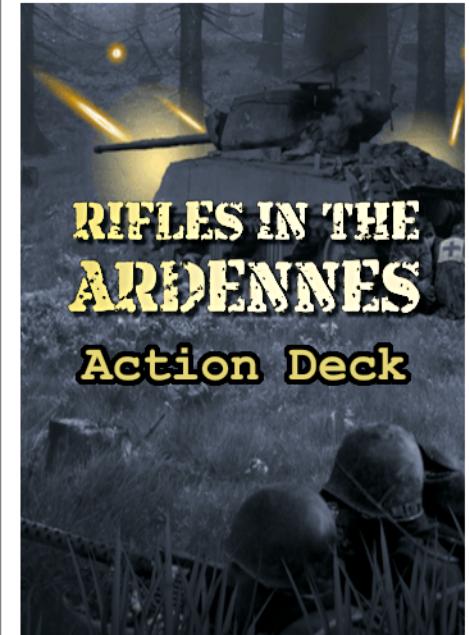
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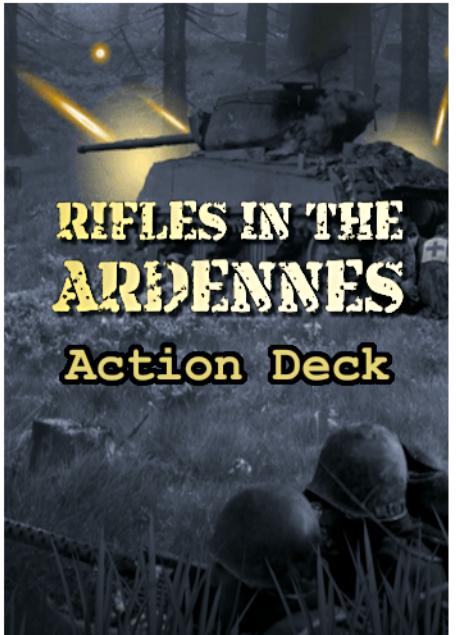
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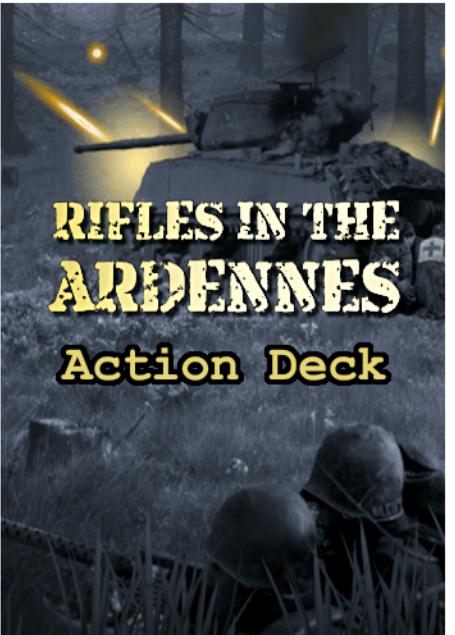
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Contact



BAP

1 2 3
0 1 1

IF BAP spent

Tank Patrol Table

M3A3 Rifle on previous strip
T-28 RP spent: Nothing
PzKw IIIJ

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
0 1 1

If BAP spent

Tank Patrol Table

M3A3 2xRifle on previous strip
T-34/76 RP spent: Rifle on previous strip
PzKw IVG

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
0 1 1

If BAP spent

Tank Patrol Table

M4A1 2xRifle on previous strip
T-34/76 RP spent: 2xRifle on previous strip
PzKw IVG

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
1 2 1

Tank Patrol Table

M4A1 2xRifle on previous strip
T-34/76 RP spent: 2xRifle on previous strip
PzKw IVG

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
0 0 1

Tank Patrol Table

M4A1 Rifle + SMG on previous strip
T-34/76 RP spent: 2xRifle on previous strip
PzKw VIE Tiger I

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzershreck

Recovery



BAP

1 2 3
0 0 1

Tank Patrol Table

M4A1 Rifle (with one Grenade) + SMG on previous strip
T-34/85 RP spent: Rifle + SMG on previous strip
PzKw V Panther

Anti-Tank Team

Bazooka Captured Panzerfaust Panzershreck

Contact



BAP

1 2 3
0 0 1

IF BAP spent

Tank Patrol Table

M3A3 Rifle on previous strip
T-28 RP spent: Nothing
PzKw IIIJ

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
1 0 1

If BAP spent

Only if you spent a BAP or if you have a spotter

Tank Patrol Table

M3A3 2xRifle on previous strip
T-34/76 RP spent: Rifle on previous strip
PzKw IVG

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust

Recovery



BAP

1 2 3
0 0 1

Tank Patrol Table

M4A1 2xRifle on previous strip
T-34/76 RP spent: 2xRifle on previous strip
PzKw IVG

Anti-Tank Team

Bazooka PTD Rifle, Rifle with 2 AT Grenades Panzerfaust





Reshuffle Action Deck

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